

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

THE MINES OF MORIA



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THE MINES OF MORIA

Welcome to the Mines of Moria. This booklet will teach you how to play The Lord of The Rings Strategy Battle Game, following the adventures of the Fellowship as they fight Goblins and Trolls to escape the underground realm.

If you're reading this, then chances are that you've enjoyed The Lord of The Rings films, or were captivated by the books (or more likely, both). These stories appeal strongly to the imagination, and so it's only natural to wonder how things would have turned out if some of the characters had acted differently. What would have happened if Gandalf had chosen the wrong door at the crossroads in Moria? What if Aragorn had stayed with the wizard to battle the Balrog?

This game allows you to explore those possibilities. As an introduction to The Lord of The Rings Strategy Battle Game, it follows the journey of the Fellowship as they fight their way through Moria, controlling the actions of the heroes, or attempting to thwart them with hordes of Goblins.

LEARNING TO PLAY

All you need to do is find a suitable place to play and an opponent to challenge. Everything else is in the box:

- Plastic miniatures of the Fellowship and their enemies
- Plastic terrain to represent the Mines of Moria
- This booklet which explains how to assemble your models and teaches you the basics of how to play.
- The rules manual containing the full rules for the game.

You will learn the rules a little at a time through a series of encounters in the mines. Each game is slightly more involved than the previous one, culminating with the exciting battle in Balin's Tomb, as depicted in The Fellowship of The Ring film, when the heroes face a monstrous Cave Troll.

PAINTING YOUR MODELS

You'll see that the models shown throughout the booklet and manual, and on the box itself, are painted. Of course you don't have to paint your own in order to play, but there's nothing like painted models to make your games come to life. Painting is lots of fun, and it can become a rewarding hobby in its own right. Later in this booklet you'll learn how to paint your first miniature warriors.

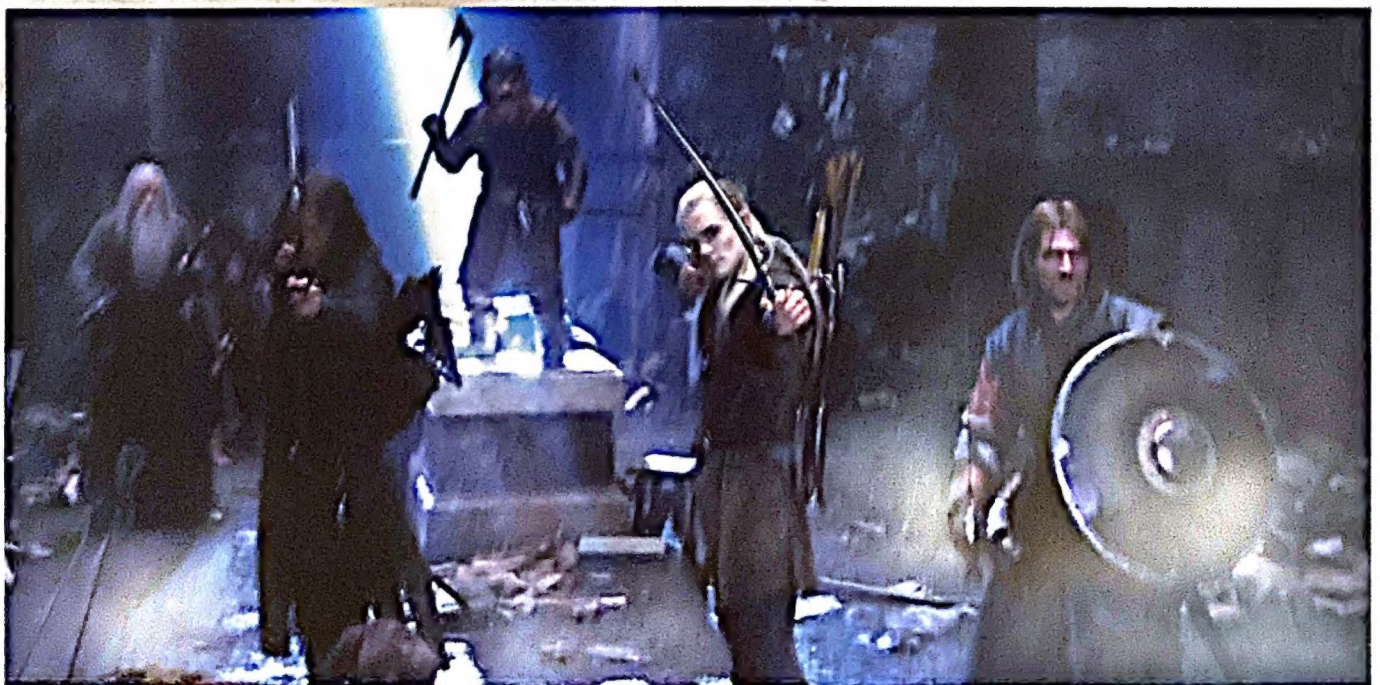
TERRAIN

Just like your other models, there's no reason why you can't use the plastic terrain pieces unpainted, and many gamers go on to use simple pieces of improvised terrain on a plain kitchen table or bedroom floor. Hopefully, though, the pictures will inspire you to paint your scenery, and even to take the first steps into making your own.

BIGGER BATTLES

Once you've played through the scenes in this booklet, you'll be ready to go further. The rules manual provides advanced rules that add more weaponry, creatures, characters and magic, as well as allowing you to play full-scale battles.

There are dozens of other models to collect – ferocious Orcs, sinister Nazgûl and noble Riders of Rohan are just a few examples. The game is just as exciting whether you choose to concentrate on a specific army, or simply assemble all your favourite characters. How large your collection becomes is up to you!



WHAT'S IT LIKE?

In a game of The Lord of The Rings each player controls a force of miniature warriors – either the Good or the Evil side. The players move their models and roll dice to fight and shoot, trying to outwit each other and win the battle.

Here is an example of a game in progress. Nathan has control of the Good side – the heroes of the Fellowship of the Ring – while Pete is commanding the Moria Goblins and the Cave Troll – the Evil side. To win the game, Nathan must kill the Cave Troll while keeping as many of his models alive as possible. Pete has to try and overwhelm the Fellowship, killing at least five of their number before the Cave Troll dies.

This page captures a snapshot of their game, showing the choices the players must make and the exciting combat in full swing.

1 The game starts with Aragorn and Boromir charging bravely at the Moria Goblins entering through the doorway. They are both deadly warriors, and Nathan hopes they will make short work of the Moria Goblins opposing them.



2 Gandalf and the Hobbits move to defeat the Moria Goblins entering through the trapdoor. The Goblins greatly outnumber the Hobbits, so Nathan hopes to slay them before even more of their friends can climb out of the trapdoor.



DICE ROLLS

A dice roll at the beginning of each turn determines who gets to act first during that turn. Dice are also used to determine whether a model warrior succeeds or fails at shooting or fighting. Of course, you'd rightly expect a character like Aragorn to outperform a Moria Goblin at most things. Each model in the game has a profile, which lets you work out the dice scores needed to perform different actions.

As an example, a dice roll of 3 would be too low for a Goblin to hit his mark but is still high enough for a formidable archer like Legolas to hit the same target. This means luck alone won't carry you far. It takes strategy, a certain amount of skill, and some quick thinking to defeat your opponent.

3 Legolas finds himself in a shoot-out with two Moria Goblins armed with bows. While he is the better archer, he's still outnumbered and in danger, so Nathan sends Gimli to help him against his enemies.



MOVING YOUR MODELS

In a traditional board game, players usually move their playing pieces around the board within squares. In fact this game does have a board of sorts, but it can be any large, flat surface, such as a kitchen table or even the floor. You can use all your models at the same time and move them anywhere you want – a framework of simple rules stops all this descending into chaos and makes sure both sides have an equal chance of winning. The best thing about this is that every battle will be different to the last.

4 As the game continues, the Cave Troll arrives, lumbering into the tomb. Now Pete has a big advantage, since the Cave Troll is the most deadly warrior in the game. With Pete controlling the Cave Troll, the battle in Balin's Tomb will be fiercer than ever!



ASSEMBLING THE MODELS

Before you can begin the missions in Mines of Moria, you need to assemble your Citadel models. These can be quickly pushed together, though you can use plastic glue for a more permanent bond if you wish.

REMOVING MODELS

Citadel plastic miniatures are fixed to a frame, from which they must be removed before assembly. This is best done with modelling clippers. Any visible mould lines can be scraped clean with a modelling knife or file.



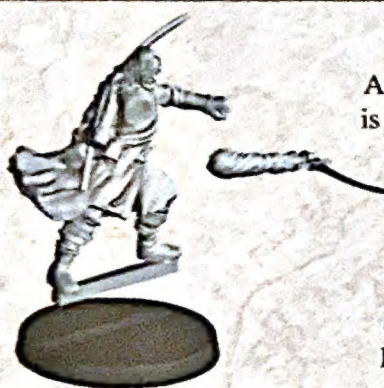
GANDALF

Gandalf the Grey is a wise and powerful wizard. For centuries he has travelled Middle-earth, always appearing as an old man. He assumes the role of the leader of the Fellowship of the Ring at the council of Elrond, guiding his companions with his years of wisdom.



ARAGORN

Aragorn, or Strider as he is sometimes known, is a mighty warrior and the heir to the throne of Gondor. His skills as a ranger and his prowess with a sword help to ensure the safety of the Fellowship of the Ring.



LEGOLAS

Legolas is a prince from the Woodland Realm. He is an unmatched shot with a bow and a deft and skilful fighter. His keen eyes and years of experience make him one of the Fellowship's most valuable assets.



BOROMIR

Boromir is perhaps the greatest warrior of all of the Fellowship. Noble and proud, he is a true son of Gondor and places the safety of the White City above all else, however his pride proves to be his downfall.



GIMLI

Gimli, like all Dwarves, is sturdy and grim. A hardened fighter with a proud heart, Gimli uses his axes with incredible skill. Despite their differences, Gimli and Legolas soon find themselves becoming the fastest of friends.



FRODO

Frodo Baggins finds himself in possession of the One Ring when his Uncle Bilbo leaves it behind. That is just the beginning of his quest that leads him through the most dangerous places in all of Middle-earth.



SAM

Sam Gamgee is a fine gardener and a better friend. Faithful and brave he is willing to stand beside Frodo, the Ringbearer, against any foe. It is because of his gentle wisdom and fierce heart that Gandalf tasks him to stay with Frodo.





MERRY

Merry, cousin to Pippin and good friend to Frodo, is a bright and cheerful Hobbit. Drawn into the Fellowship of the Ring by ties of friendship, he proves to be a jovial and loyal companion.



PIPPIN

Pippin, Merry's cousin, was a willing volunteer to join the Fellowship of the Ring, having already braved the journey to Rivendell. Despite the dangers of the journey, Pippin is a courageous friend to the members of the Fellowship.



MORIA GOBLINS

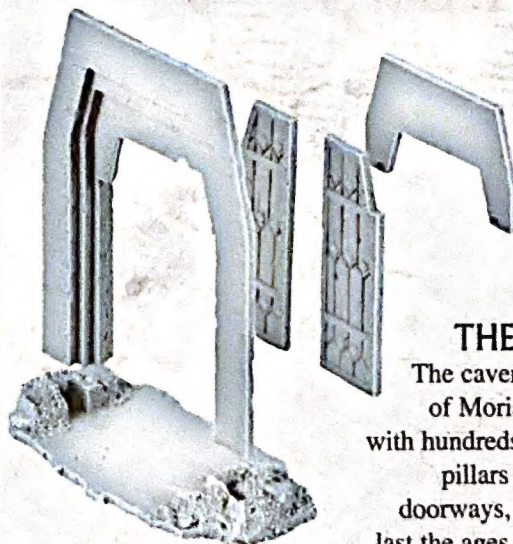
The Goblins of Moria are a twisted and evil race. A lesser breed of Orc, they have become accustomed to the darkness of that place, and crawl through its tunnels and corridors, ever watchful for intruders or an easy meal.

CAVE TROLL

Of the different types of Troll that live in Middle-earth the Cave Troll is amongst the most dangerous. Ill-tempered and brutally strong, a Cave Troll is a terrifying opponent and more than a match for even the most skilful and well trained warriors.

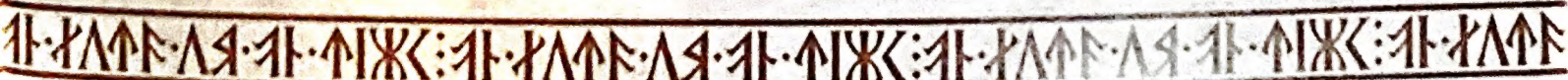
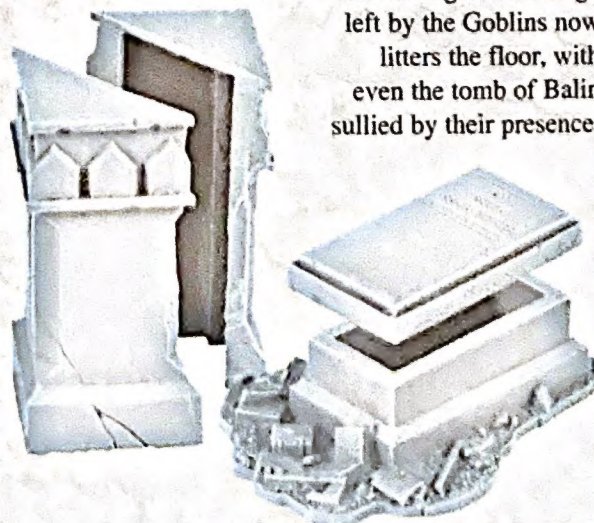


Note: The Cave Troll can be assembled with either the spear or the hammer.



THE MINES

The cavernous halls of Moria are filled with hundreds of carved pillars and sturdy doorways, all built to last the ages. Wreckage left by the Goblins now litters the floor, with even the tomb of Balin sullied by their presence.



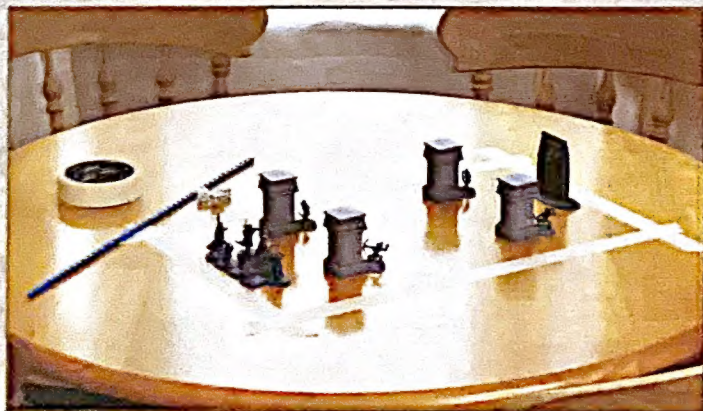
SETTING UP A GAME

With your warriors ready, you just need to set up the game before you can start. You also need to decide who will play the Good side and who will be Evil!

Each The Lord of The Rings game recreates a scene inspired by, or taken directly from, the book or films – this is known as a 'scenario'. The scenario rules will tell you what models are used, what the playing area looks like, and give you any special information that you need to play it. The scenario also tells players what they must do to win the game. Some scenarios might require one player to escape an ambush, to slay a particular hero or any number of possible objectives.

THE PLAYING AREA

You can play on any flat surface, from the kitchen table to your living room floor. Battles are played on an area of a specific size, stated in each scenario. It is important to measure the right size and mark out the edges of this area, since models may not normally leave the playing area. You can use masking tape or just lay out rulers to mark the space.



TERRAIN

One of the things that makes The Lord of The Rings Strategy Battle Game different from many other games is the use of terrain and scenery on the playing area. Carefully modelled items of terrain enhance the look and feel of a game, as well as making the game more of a challenge.

Models may not move 'through' scenery in the game, and must move around it. Terrain also provides warriors with valuable cover from missile fire.



GOOD AND EVIL

Each scenario is a battle between the Free People of Middle-earth (the Good side) and the forces of Sauron and his allies (the Evil side). Throughout the Mines of Moria scenarios, the Good side is represented by the Fellowship of the Ring whilst the Evil side has the foul Goblins of Moria and the fearsome Cave Troll. Agree with your opponent which side you will each control. Once you've finished, you can swap sides and play the scenario a second time to see who does best.

MODELS

The playing pieces for the game are all mounted on round bases. There are two types of base in the Mines of Moria: 25mm and 40mm. The Cave Troll is mounted on a 40mm base while all the other models have 25mm bases.

Each base represents the space that the model needs to move about and fight.



Boromir on a 25mm base

Cave Troll on a 40mm base

MAKING NOTES

It's always handy to have some scraps of paper and a pen or two to make notes on, and to record important information as the game progresses.



STARTING TO PLAY

These pages cover a few general principles that will apply in all your battles. As soon as you have played a few games these rules will be easy to remember.

LEARNING THE RULES

The next few pages explain the basics of playing the game – how to move models, roll dice, etc. They also explain the profiles of the characters in the game and how to work out damage and wounds. It's not important to commit it all to memory – just give it all a read and then check back to any rules you need as you play. You'll quickly find that the basic routines become second nature and that you only need to check back on the details occasionally.

URNS AND PHASES

A battle is played out in a series of turns, until one side is the winner. During each turn both players move, shoot and fight with their models, as described below. This is called the 'turn sequence'. Each part of the sequence is called a 'phase'.

THE TURN SEQUENCE



1: PRIORITY PHASE

In the first turn, priority automatically goes to the Good side. In each turn after that, both sides roll a dice to establish which side has priority that turn.



The Ring token will remind you who has priority each turn.



2: MOVE PHASE

Both sides move their models. The side with priority moves all its models first. Once the side with priority has finished, the other side moves.



3: SHOOT PHASE

Both sides shoot. The side with priority shoots first. Once the side with priority has finished, the other side shoots.



4: FIGHT PHASE

In the Fight phase all models in base contact with an enemy fight. The player with priority decides the order in which combats are fought.

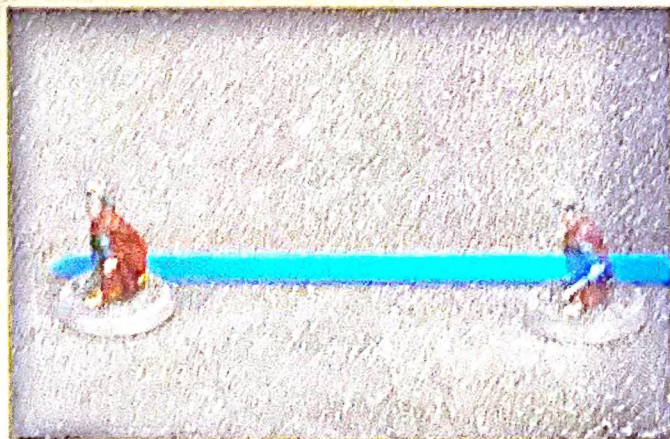


5: END PHASE

The turn is over. Begin a new turn starting with the Priority phase.

MEASURING

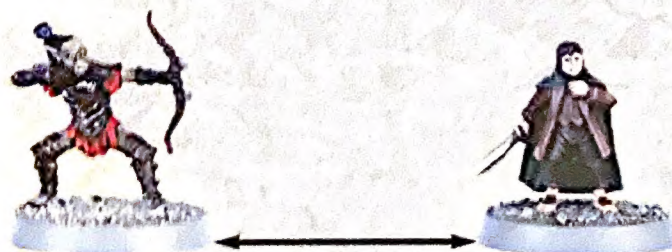
In this game, you work out how far a model may move each turn using measuring sticks or tape measures. Two plastic measuring sticks (also called 'range rulers') are provided in the box, for this purpose. All the measurements in the Mines of Moria are made in centimetres (cm) as marked on the blue range rulers.



Use the blue range ruler to measure how far your model warriors can move across the board each turn.

During a game, players are free to measure whenever they wish. This can be very important, allowing players to see how close models are together, or how far a warrior is from an objective.

When measuring from one model to another, do so from the nearest edges of the base.



The distance between models is important during a game. Measure the space between the bases.



MOVING MODELS

Models may not move through each other – they are assumed to need at least the space that their base provides – so be sure to leave space between models so that they can pass each other as you play. This means that models may not overlap their bases with each other and that if a model cannot fit into a space, it cannot go there.



Since models may not move through each other, it is important to leave spaces for them to pass.

WARRIORS 'SEEING'

During a game, you need to be able to tell what a model can see. The best way to do this is to stoop down over the table so your eye is in line with the model, to get a 'model's-eye view'. Don't worry about which way the model is facing – all models are assumed to be able to see all around them, all the time.



ROLLING DICE

The game uses dice to represent the chance elements of close combat and shooting. Legolas might be the best shot in all of Middle-earth, but there is always a chance that he will miss his target – thus we use dice rolls to determine the effects of shots, to establish the winner in a fight and for a number of other purposes throughout the game.



USING THE WOUND CHART

During your games, you will often want to see if an arrow or a strike from a weapon has wounded its target. The stronger the attacker, the more likely he is to cause a wound. Conversely, the more resilient and heavily armoured the target is, the less likely they are to be harmed.

To work out the result, find the Strength of the attack and the Defence of the target. A Moria Goblin has a Strength of 3, and Aragorn has a Defence of 5. By comparing them on the Wound chart we find the minimum score that the Moria Goblin will need on a dice to wound Aragorn – in this case 5. So a score of a 5 or 6 will wound him.

Each wound inflicted reduces the warrior's Wound value by 1. If any warrior, Good or Evil, is reduced to 0 wounds, then they are slain – remove them from play.

Sometimes the score needed, as shown on the table, will be 6/4, 6/5 or 6/6. This means that the character is especially hard to wound. The attacker must first make a roll to wound and score a 6. If the dice score is a 6, then the player must roll again. If he can score either a 4, 5 or 6 as shown by the second number on the chart, then a wound has been caused.

WOUND CHART

		DEFENCE							
		1	2	3	4	5	6	7	8
STRENGTH	1	4	5	5	6	6	6/4	6/5	6/6
	2	4	4	5	5	6	6	6/4	6/5
	3	3	4	4	5	5	6	6	6/4
	4	3	3	4	4	5	5	6	6
	5	3	3	3	4	4	5	5	6
	6	3	3	3	3	4	4	5	5
	7	3	3	3	3	3	4	4	5
	8	3	3	3	3	3	3	4	4

Compare the Strength value of the attack down the left hand side of the chart with the target's Defence value across the top of the chart.

THE PROFILE



Aragorn

Move
14

F	S	D	A	W	C
6/3+	4	5	3	3	6

Cave Troll

Move
14

F	S	D	A	W	C
6	6	6	3	3	3



Goblin with spear or bow

Move
12

F	S	D	A	W	C
2/5+	3	4	1	1	2

Some warriors are better at fighting than others, either better trained or naturally more violent. We represent these qualities in the warriors and monsters found in the game by assigning them a 'profile'. All these profiles are found on the summary sheet on the back page of this booklet, and some examples are shown here. Don't worry about remembering all the numbers – most players check them many times during a game. Profiles are easy to understand and use.

The profiles above show Aragorn, a Moria Goblin and the Cave Troll. We know from the films that Aragorn and the Troll are more powerful than a Goblin. Because of this, the values on their profiles are better than that of the Goblin.

Move: A model's Move value shows how far it can move in its turn. Aragorn can move 14cm, while a Moria Goblin is a little slower, and can only move 12cm. The faster a model is, the higher its Move value.

Fight (F): A warrior's Fight value shows his skill in close combat and his ability to overcome his enemy in a fight. The higher a warrior's Fight value, the better he is at fighting – this will be explained in more detail in the scenarios.

Warriors that are armed with a bow also have a second number shown after the dividing line. This is their Shoot value, and shows how good they are at firing their weapon. The number shown is the minimum dice score needed to hit a target on one dice. Here we can

see that Aragorn has a much better chance of hitting his target than the Moria Goblin – in this case a lower number is better.

Strength (S): A warrior's Strength value indicates how strong he is and therefore how powerfully he can strike his enemies. Aragorn is stronger than the Moria Goblin, however, the Cave Troll is by far the strongest model in the Mines of Moria.

Defence (D): A warrior's Defence value is a measure of how tough and resilient he is. If a warrior is particularly tough or well armoured this value will be higher. Aragorn is only wearing light leather armour, and yet his Defence is higher than the Moria Goblin's. This is because he is a robust ranger and used to hardship and withstanding injury.

Attacks (A): The Attacks value of a model shows how swift they are with their weapon in combat, and how much damage they can deal out to their enemies. Most warriors only have one Attack, although mighty Heroes and dangerous monsters might have two or even three.

Wounds (W): The Wounds value shows how much injury a warrior can suffer before he is slain. Most man-sized figures will have a single Wound, while some Heroes and larger monsters may have two, three or possibly even more Wounds.

Courage (C): Courage represents how brave a warrior is amidst the chaos of battle. The rules for Courage are not used in the Mines of Moria. They are explained in the rules manual.

SCENARIO 1 – INTO THE DARK

Trapped in the darkness, Gandalf leads the Fellowship into the ancient Dwarf mine. The heroes must race through the gloomy corridors as swiftly as possible, avoiding the black arrows of the vile Moria Goblins.

The first scenario focuses on moving and shooting. The rules for fighting are introduced in Scenario 2.

STARTING POSITIONS

The nine members of the Fellowship all start this scenario in the Good starting area, as shown on the map below. The four Moria Goblins with bows are each placed behind one of the pillars.

WINNING THE GAME

The Good player wins this scenario if every member of the Fellowship can escape through the doorway without any of his models being slain.

The Evil player will win if his Goblins can kill any member of the Fellowship with their bows.

The game ends as soon as one player completes their objective.

STARTING THE GAME

Once the gaming area is set up and all the pieces are in place, it's time to start the game with the Priority phase.



PRIORITY PHASE

In the first turn, priority will go to the Good side, meaning that the Good player may move and shoot before the Evil player.

Each turn after the first, players roll for priority. Both players roll a single dice – the player that scores highest wins priority. If the dice roll is a draw, priority always swaps over to the player that did not have it last turn. Pass the Priority marker (the Ring provided in the box) to the player with priority to help you remember.

THE FORCES

Good

Gandalf, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry & Pippin.

Evil

4 Moria Goblins with bows.

1 Moria Goblin with bow

1 Moria Goblin with bow

28cm

42cm

1 Moria Goblin with bow

The Fellowship

1 Moria Goblin with bow





MOVE PHASE

This phase is the part of the game where models can move about, take up better positions, run for cover or charge headlong at the enemy. In the

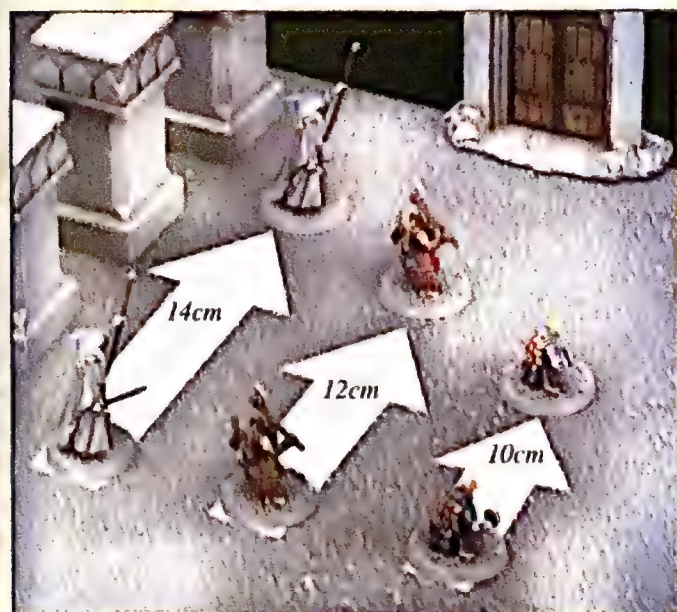
Move phase, the player with priority moves his models first. Once the player with priority has finished his moves, the other player may then move any of his own models that he wishes. Check back to page 7 for details of how to measure movement.

The Fellowship don't have time to stop and fight, while the Goblins are content to shoot with their bows. This means that enemy warriors will not move too close to each other. In this scenario, no model may move to within 2cm of an enemy model.



GOOD MOVEMENT

In the Good Move phase, the Good player can move the Fellowship models. Models don't have to move, and they can move less than their full rate if they want to – if Aragorn and Legolas wish to fire their bows in the Shoot phase they must not move more than half their total movement (this is explained further in the Shoot phase).



Gandalf can move up to 14cm in the Move phase. Gimli, like all Dwarves, is a little slower than Men and Elves. He can move up to 12cm in the Move phase. Hobbits are even slower than Dwarves, so they may only move up to 10cm in the Move phase.

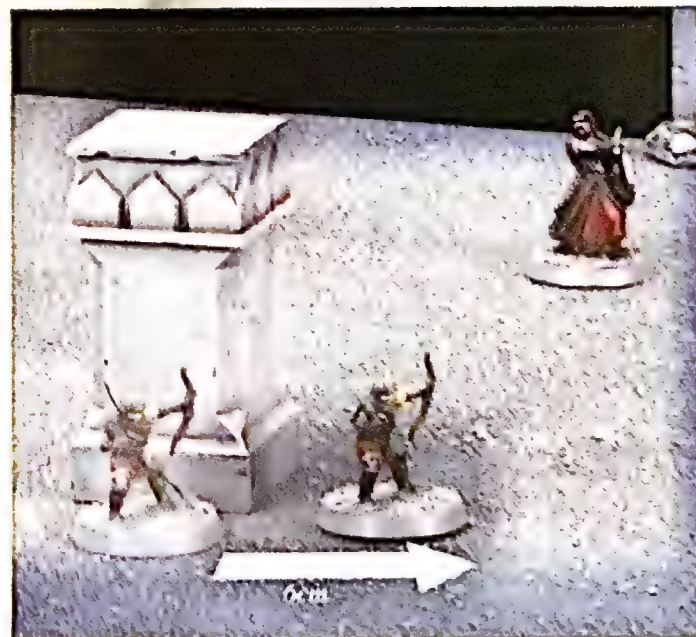
Once a Good model moves into contact with the doorway, it has escaped the Moria Goblins, and plays no further part in this scenario – remove it from the board. Remember – to win, all of the Fellowship must escape through the door.



Frodo is close enough to the door this turn to move through it, escaping from the ambush and bringing the Good player one model closer to victory.

EVIL MOVEMENT

In the Evil Move phase, the Evil player can move the Goblin models. Like the Good models, Moria Goblins do not have to move, and can always move less than their full rate if they want to – it's often a good idea to move models armed with a bow at a slower rate, as you will see in the Shoot phase.



This Moria Goblin has moved 6cm, allowing him to fire his bow in the Shoot phase. If he moves further, he may not fire this turn.





SHOOT PHASE

This phase is when models armed with missile weapons may attempt to loose arrows on their victims. The player with priority may shoot with his models first. Once he has fired with his models, the other player may shoot with theirs.

GOOD SHOOTING

Aragorn carries his sturdy ranger bow, whilst Legolas carries a finely crafted Elven bow.

Because it takes a little time to ready an arrow and steady a bow, Aragorn and Legolas must 'give up' half of their move to shoot. This means that, if they wish to fire their bows, they may only move up to 7cm instead of the normal 14cm. They can both fire one arrow each turn.

Firing a bow is worked out in stages. Select a model to fire with, and follow the stages as explained:

CHOOSE A TARGET ROLL TO HIT ROLL TO WOUND

Choose a target. Aragorn and Legolas may shoot at any Evil model they can see, regardless of how far away it is. They must be able to see their target entirely, however – this means they cannot shoot at models that are obscured by scenery or other models.



Here Legolas has a few targets to choose from. Goblin A cannot be shot at because he is in cover. Legolas cannot shoot at Goblin B because Gimli is in the way. Goblin C cannot be targeted as there is another Goblin in the way. Goblin D is in the open and makes a perfect target for Legolas.

Roll to hit. Once the Good player has decided on a target, he should roll a dice to see if the arrow finds its mark. Use the Shoot value on the character's profile, and compare it to the dice roll to see if the shot hits. A warrior's Shoot value is the lowest score he needs to score to hit his target.

If the dice roll is high enough to score a hit, then the arrow has found its target – roll to wound as described below. If it isn't high enough, then the arrow misses – we imagine it has flown wide of the mark and struck the wall, a pillar or the floor and bounced harmlessly away.



F	S	D	A	W	C
6/3+	4	5	3	3	6

Here we can see Aragorn's profile. His Shoot value is 3+, meaning that a roll to hit of 3, 4, 5 or 6 is needed for his shot to hit his target. A roll of 1 or 2 will miss.

Roll to wound. If the shot is a hit then we need to see if it causes any damage. The arrow may simply glance off of its target, be deflected by armour, or it might pierce the target and inflict a deadly injury.

First compare the Strength of the bow to the Defence of the target using the Wound chart on the back page – the number shown is the minimum score needed to wound the target.

Aragorn's bow has a Strength of 2.

Legolas' bow has a Strength of 3.

Next, roll a dice to see if the shot wounds its intended victim or not. If a model suffers a wound, reduce its total number of wounds by one. If this brings its wound score to zero, the model is slain. This means that Moria Goblins will be killed by the first arrow that wounds them. When a model is slain, remove it from play.



Goblin's Defence		1	2	3	4
1		4	5	5	6
2		4	4	5	5
3		3	4	4	5
Strength of bow		Dice score needed to wound Goblin			

Aragorn has already hit this Goblin with an arrow. The Good player has scored a 5 when rolling to wound. By comparing the Strength of Aragorn's bow to the Defence of the Moria Goblin on the Wound chart we can see that the shot has wounded (and killed) the Goblin.

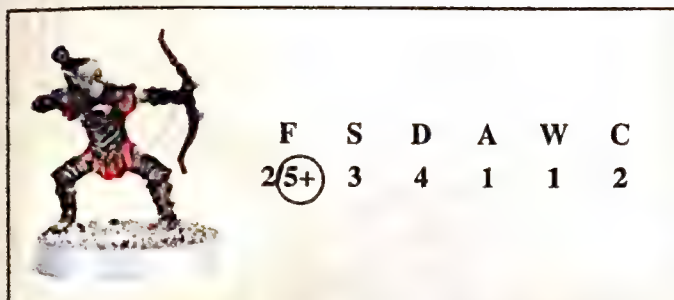
EVIL SHOOTING

The Moria Goblins are armed with bows. These murderous Goblins are content to fire at their enemies from a distance, keeping away from the swords and axes of their foes.

Evil models with bows may shoot in the same way as the Good models. A Moria Goblin with a bow can only fire if it 'gives up' half of its move. This means a Moria Goblin can only shoot if it moves 6cm or less.

Choosing a target. In this scenario Moria Goblins must choose a target in the same way as Aragorn and Legolas. Remember the target must be clearly visible with no terrain or other models (Good or Evil) in the way.

Roll to hit. Roll a dice and compare it to the Shoot value on the Moria Goblin's profile. If you roll this number or higher then the Goblin's shot hits.



Here we can see the Goblin's profile. His Shoot value is 5+, meaning that a roll to hit of 5 or 6 will strike his target.



The rules for shooting used here are a simplified version of those in the full rules - this makes them ideal for learning the basics of the game. Once you have mastered the rules found in the Mines of Moria, you may wish to look at the full rules found on page 22 of the rules manual to enhance your games even further.

Roll to wound. If the shot hits, then make a roll to wound. Goblin bows have a Strength of 2. Compare this to the Defence of the target using the Wound chart - the number shown is the minimum required to inflict a wound. Because most of the Fellowship have more than one Wound on their profile, the Good player will need to keep a record of how many wounds each hero suffers. As soon as a hero's last wound is lost, he is killed and the model is removed from the game - the Evil side has won!



This Goblin has hit Boromir with an arrow. Rolling a dice to wound, the Evil player scores a 5. By comparing the Strength of a Goblin's bow to Boromir's Defence using the Wound chart, we can see that the shot has not managed to cause a wound.



FIGHT PHASE

The Fight phase is not used in this scenario, so proceed straight to the End phase.



END PHASE

The turn is over. Begin the next turn, starting with the Priority phase.



SCENARIO 2 – AMBUSH!

Having outrun the archers, the Fellowship rests for a moment, while Aragorn scouts ahead. But more Goblins ambush the brave ranger, who must fight his way clear of the trap and get back to his companions.

In this scenario we introduce the Fight phase to the game, allowing your warriors to fight face-to-face.

Note that if a model warrior is 'killed' in one scenario, it does not prevent them being used in the next. If one of the Fellowship was removed from play, you can assume they were badly injured or knocked unconscious and could not continue the fight, but have now recovered. In the case of Moria Goblins, there are thousands of the creatures infesting the mines – the model now represents a different individual.

STARTING POSITIONS

Aragorn is placed as shown on the map below. Two Moria Goblins with shields, and two with spear are placed touching the trapdoor. Two Moria Goblins with shields, and two with spear start in the Evil starting area, as shown on the map.

THE FORCES

Good
Aragorn

Evil
4 Moria Goblins with shields,
4 Moria Goblins with spears

WINNING THE GAME

The Good side wins if Aragorn can fight his way clear, and move through the doorway.

The Evil side wins if the Moria Goblins can slay Aragorn before he escapes.

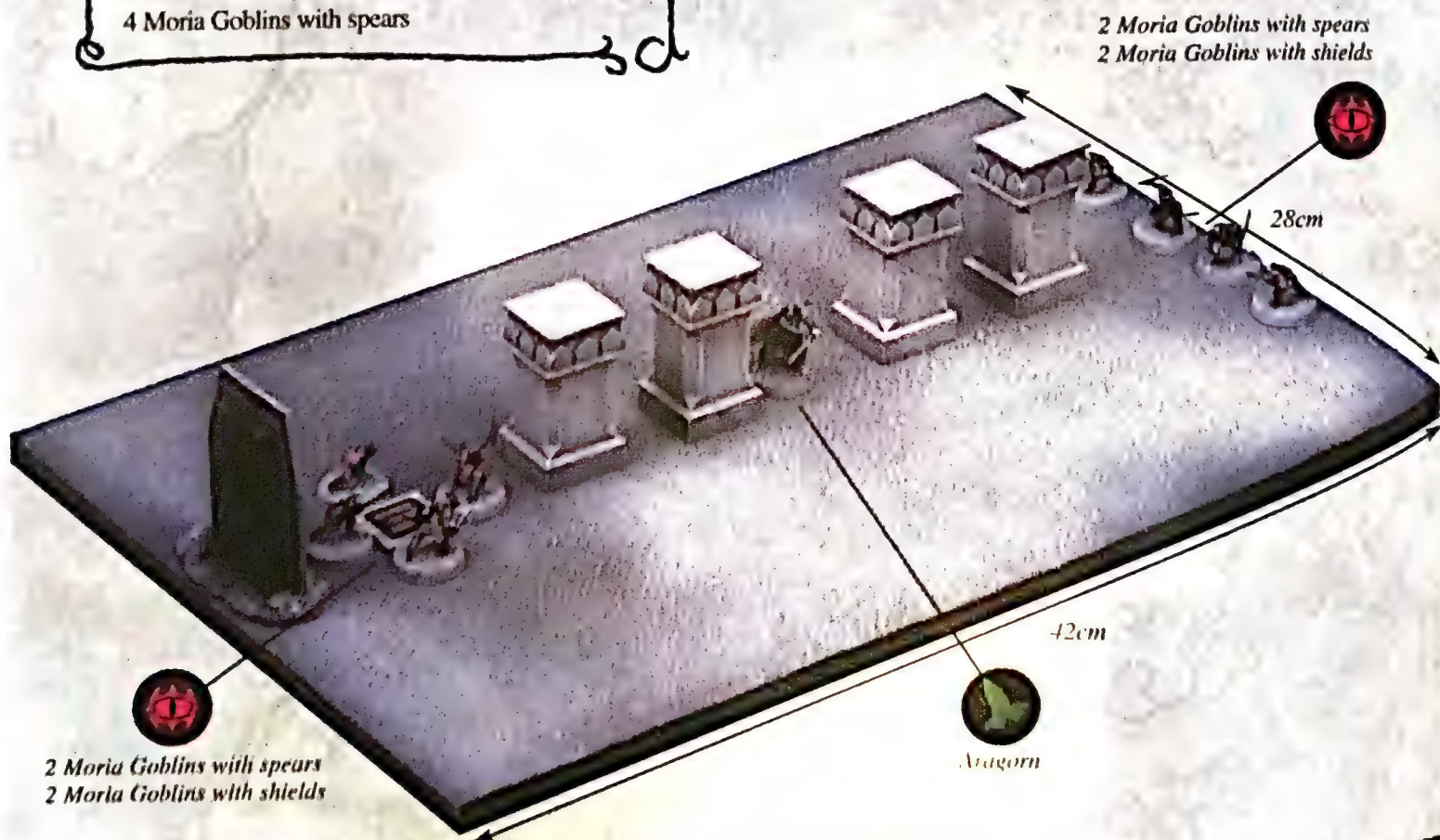
The game ends as soon as one player completes their objective.



PRIORITY PHASE

In the first turn, priority goes to the Good side, allowing Aragorn to seize the initiative.

Each turn after the first, players should roll for priority as described in scenario 1.





MOVE PHASE

In this scenario, models are able to charge their enemy. This allows them to get to grips with their foe, and fight them face-to-face.

Control zone. In a battle situation, a warrior will not stand idly by and allow an enemy to approach him without attacking. To represent this, we have a rule called the 'control zone'. A control zone is an invisible area that is 2cm wide and exists around every model. A model may only enter an enemy model's control zone if it intends to charge that model.

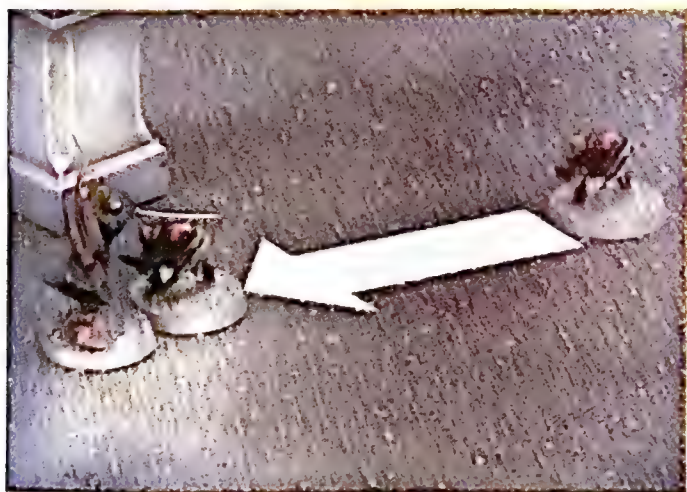
This means that sometimes models must 'skirt' around enemies to get past them – and sometimes may find their path blocked entirely and have no choice but to engage them in close combat and kill them if they wish to get past.



Here we can see a Goblin's control zone. No Good model may enter his control zone unless they are charging him.

Charging the enemy. In this game, a model may only fight an enemy that it is in base contact with. Moving into base contact with an enemy is called 'charging'. If one model has charged into base contact with another, they will fight in the Fight phase.

Any model may charge in its Move phase provided that it can see its target before it starts to move, and is close enough to reach him.



This Moria Goblin is close enough to Aragorn to charge him.

If the charging model does not have enough movement to reach his target, he must not enter its control zone.



This Moria Goblin is not quite close enough to reach his target, so must stop outside of Aragorn's control zone.

Once a model has moved into base contact with an enemy, neither model may move any further in that Move phase; they are locked in combat. A model that is charged before it has had a chance to move is therefore unable to do so that turn – it is already fighting for its life.

A particularly brave warrior may charge two enemies at once, providing that his move allows him to reach them both, and that his base can touch both of theirs. A less confident warrior can always choose to engage just one opponent.



Here Aragorn is charging two Moria Goblins, a lesser warrior might fear being outnumbered, but not Aragorn!



SHOOT PHASE

In this scenario Aragorn needs to get back to his friends as quickly as possible, so will not slow down to shoot his bow. The Evil player has no

Moria Goblins with bows, so cannot fire in this scenario. This means you can skip the Shoot phase.



FIGHT PHASE

In the Fight phase all models in base contact with an enemy model will fight.

Each fight has the following steps:

- ROLL ATTACKS
- DETERMINE THE WINNER
- LOSER BACKS AWAY
- WINNER ROLLS TO WOUND

Roll Attacks

This stage represents the warriors cutting and thrusting in combat, and trying to gain the upper hand. Each model in the combat rolls a number of dice equal to the 'Attacks' characteristic on their profile to see who wins.

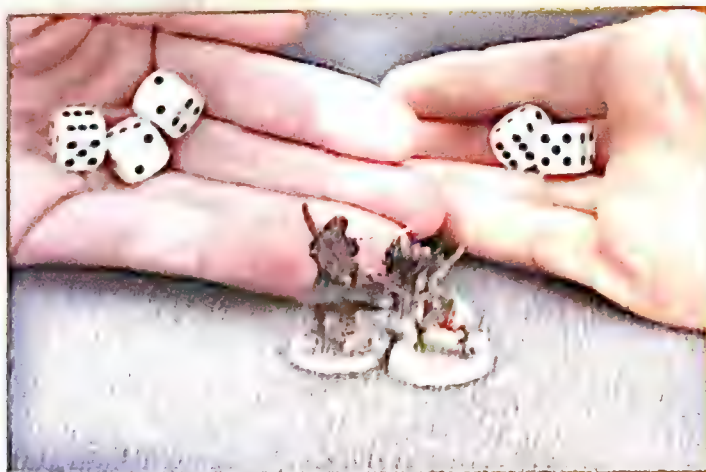
Aragorn has three Attacks, so rolls three dice when determining the winner.

All Moria Goblin Warriors have one Attack, so roll one dice each.

Count up the number of Attacks that each side has in the fight. Each player should roll the same number of dice.



Here, Aragorn is fighting a Moria Goblin. Aragorn rolls three dice, while the Moria Goblin rolls one.



Here, Aragorn is fighting two Moria Goblins. Aragorn rolls three dice, while the Moria Goblins roll one each.

Determine the winner

To work out the winner of each fight, take the single highest scoring dice from each side and compare them. The side with the highest score is the winner.



One Goblin scores a 5, which beats Aragorn's highest score of 4. The Evil side wins the fight.

Sometimes the scores will be tied. In this case the model with the highest Fight value wins the fight for their side. Aragorn has a Fight value of 6, compared to the Goblins, whose Fight value is only 2, so Aragorn will always win a tied fight against Moria Goblins.

Loser backs away

Once the winner of the fight is determined, the losers of the fight must back away 2cm, moving out of base-to-base contact. This represents the losing model desperately backing off, trying to escape the enemy as they slash and stab at their foe.



Aragorn has lost the fight against these Moria Goblins, so he must back away 2cm from his enemy (or he is trapped, see opposite).

Winner rolls to wound

After the loser has backed away, the winner can attempt to strike him. The winner should roll one dice for each Attack that they have. Using the Wound chart, compare the Strength of the winner, and the Defence of the loser to determine the



A photograph of two painted miniature figures, likely for a tabletop game, resting on a textured, light-colored surface. The figure on the left is a warrior in a dark, ornate tunic and a tall, pointed helmet, holding a sword. The figure on the right is a smaller, more delicate figure, possibly a mage or a different type of warrior, also holding a sword. Both figures are mounted on white, circular bases. To the right of the figures are two white dice with black pips. A sword lies horizontally behind the figures. The background is a plain, light-colored surface with some minor texture and a few small dark spots.

Because Aragorn has 3 Attacks on his profile, if he wins a fight, he may strike three times. For each attack, choose one enemy model that has been pushed back by him, and roll to wound it. You can work out the result of the attack before rolling for the next.

The turn is over. Begin the next turn, starting with the Priority phase.

Sometimes a model will lose a fight, and not be able to back away 2cm as required because other models, scenery or the board edge are in their way. In this situation, the retreating model is trapped. Any strikes made against a trapped model count as doubled, so a model with one Attack (such as a Goblin) will make two strikes, a model with two Attacks makes four strikes and so on.

A hand is shown holding several white dice with black pips. Below the hand, on a textured surface, are several miniature figures mounted on circular white bases. The figures appear to be small, stylized characters or creatures.

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SCENARIO 3 – SURROUNDED!

With Aragorn still not returned, the rest of the Fellowship is assailed from all sides by Moria Goblins. Boromir, Legolas and Gimli must lead the defence of the Hobbits. Will Aragorn arrive in time to help his friends?

In this scenario we will combine all the rules that went into scenarios 1 and 2, allowing your warriors to shoot and fight.

WINNING THE GAME:

The Good player wins if both trapdoors are sealed.

The Evil player wins if four or more Good models are slain.

The game ends as soon as one player completes their objective.

STARTING POSITIONS

Legolas, Gimli, Boromir, Gandalf and the Hobbits are placed between the four pillars (see map below). Two Moria Goblins with bows, three Moria Goblins with spears and three with shields are placed touching each trapdoor as shown. Aragorn and the rest of the Goblins may arrive later.

THE FORCES

Good

Gandalf, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry & Pippin.

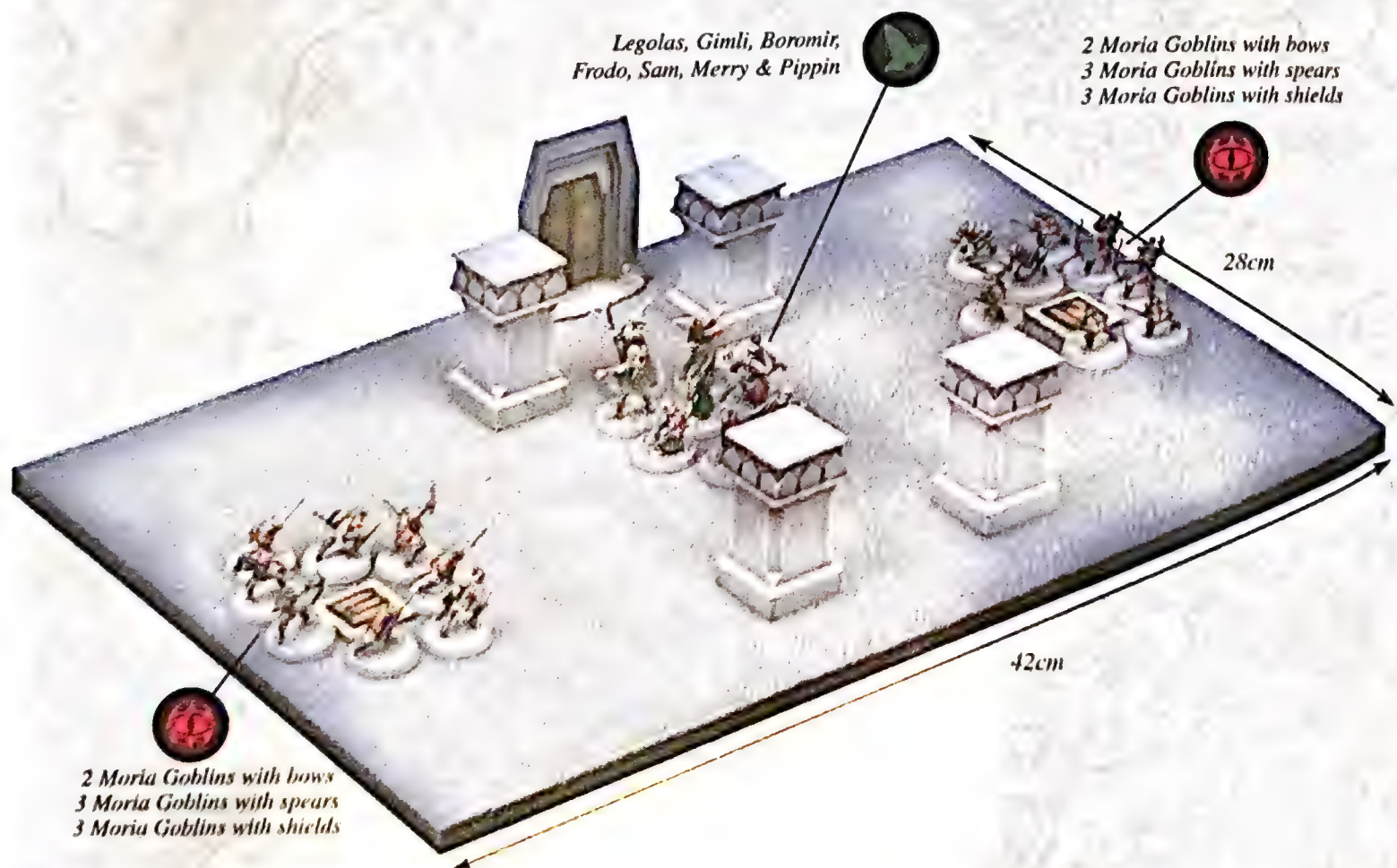
Evil

8 Moria Goblins with bows, 8 Moria Goblins with shields, 8 Moria Goblins with spears.



PRIORITY PHASE

Because of the swiftness of their attack, the Evil side starts this scenario with priority.





MOVE PHASE

Both Good and Evil models move as described in scenarios 1 and 2.

Control zones. Scenario 2 explained control zones, and showed how they work. When both sides have more than one model, there is another rule that affects how control zones work. When a model is already in base contact with an enemy, he loses his control zone. We can imagine he is furiously fighting for his life and has little awareness of what else is going on around him. This affects other models moving nearby.



These Moria Goblins want to charge Frodo, but cannot because Boromir and Gimli are protecting him.



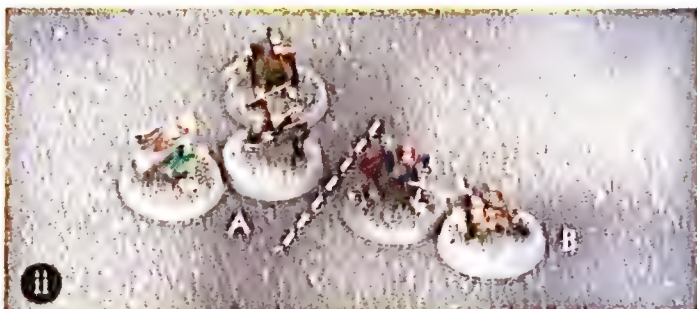
Because the Goblins have charged Boromir and Gimli, they lose their control zones. This leaves their comrades free to dash through the gap and charge Frodo.

Splitting off fights. A model may only be in one fight each turn. This means that sometimes you need to divide the fights up to work out exactly who is fighting who. This is always done at the end of the Move phase. The process is called

splitting off fights, and is always done by the player with priority. Remember – all models who charged or were charged must be included in a combat somewhere.



Here Moria Goblin B has charged Pippin. Frodo and Merry must fight Goblin A, since they are in base contact with him.



Since Pippin may only fight once and Goblin B must also fight once, he must fight Goblin B alone.



This fight needs to be split off. Moria Goblin A is only in base contact with Boromir, and so must fight him. Moria Goblin C is in base contact with Gimli, and must fight him. Since a model may only be in one fight each turn, the player with priority must decide who Goblin B will fight.



Here the player with priority has chosen to have Goblin B fight against Gimli.

As the player with priority splits off the fights, it is a good idea to move the models apart slightly, so that models only remain in base contact with models that they are fighting.



Blinding Light. Gandalf is a powerful wizard and knows a number of spells – one of these is the ability to make the end of his staff shine brightly in the dark. Not only does this spell help the Fellowship to see their way in the murky dark of Moria, but it can also dazzle the eyes of the Moria Goblins, who are accustomed to the gloom.

In the Good Move phase Gandalf may cast this spell on the score of a 2, 3, 4, 5 or 6. Once cast this power lasts for the rest of the game. Because of the light's brightness any Goblins shooting at Gandalf or at a target within 14cm of Gandalf will require a roll of 6 to score a hit, instead of a 5 or 6 as normal.

Gandalf may only cast this spell if he is able to move – if he has been charged before getting to move, then he may not cast *Blinding Light*.



Here Gandalf has successfully cast *Blinding Light* on the roll of a 3. Any friendly models within 14cm of him benefit from its protection.



In the main rules manual, Gandalf has additional magical powers that he can use to help the Fellowship on their quest. Once you have mastered the scenarios in the Mines of Moria, check out the full rules within the rules manual for more information.



SHOOT PHASE

Shooting works exactly as described in scenario 1, models may not shoot if they are in base contact with an enemy. Additionally, models may not risk hitting their friends, so may not fire at enemies that are involved in fights.



FIGHT PHASE

The Fight phase works as described in scenario 2. The player with priority decides in which order the fights are resolved.



END PHASE

In this scenario there are some special rules to use in the End phase.

Strider. Aragorn has ranged ahead of the rest of the Fellowship to scout the way, but hearing the sounds of battle is rushing back to join them. In each End phase, the Good player should roll a dice to see if Aragorn arrives. On the score of a 6 place him touching the doorway. He can be controlled by the Good player in the next turn as normal. Once Aragorn has appeared, there is no need to continue rolling.



Drawn back to his friends by the sound of battle, Aragorn moves onto the board.

The trapdoors. Throughout Moria there is an extensive maze of trapdoors and tunnels used by the Moria Goblins. Each turn, in the End phase, roll one dice for each trapdoor – on the score of 4, 5 or 6 place a Moria Goblin with a bow, shield or spear (the Evil player may choose) on the relevant trapdoor. Newly arrived Moria Goblins can be controlled by the Evil player in the next turn as normal. Once all of the Goblins have made it onto the table, stop rolling.



The Evil player scores a 4, and places a Moria Goblin on the trapdoor, ready for action next turn.

A new model may only arrive on a trapdoor that does not already have a model stood on top of it (whether friend or foe). You can imagine the Goblin hammering on the doorway, trying to get through so that he can join the battle!

Closing the trapdoors. To close a trapdoor and stop more Moria Goblins climbing out, a Good model must end the turn on a trapdoor. If any Good model is stood on a trapdoor in the End phase, he is considered to have sealed it (jamming it shut with a broken spear, or sword handle).

When a trapdoor is sealed, remove it from play, it plays no further part in the scenario.



SCENARIO 4 – BATTLE IN BALIN'S TOMB

The Fellowship find a stone chamber where Gimli's cousin Balin met his tragic fate. Their grief is interrupted by the booming of drums and the arrival of yet more Goblins, this time with a monstrous Cave Troll. Can the heroes survive?

This scenario combines all the rules you have learned so far, and adds the deadly Cave Troll to the game!

STARTING POSITIONS

Gimli is placed touching the front of Balin's Tomb. The Hobbits must start in base contact with the well, and Gandalf starts in contact with the open book. Aragorn starts in touch with one rusted axe, Legolas touching the treasure chest and Boromir the other rusted axe.

The Evil player may place 6 Goblins within 8cm of the doorway and two Moria Goblins touching each trapdoor (the Evil player may choose between bows, spears and shields for these models). The remaining Moria Goblins and the Cave Troll do not start the game in play, but will become available later.

THE FORCES

Good

Gandalf, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry & Pippin.

Evil

8 Moria Goblins with bows, 8 Moria Goblins with shields, 8 Moria Goblins with spears, and the Cave Troll.

WINNING THE GAME

The Good player wins if the Fellowship slays the Cave Troll.

The Evil player wins if any four members of the Fellowship are killed.

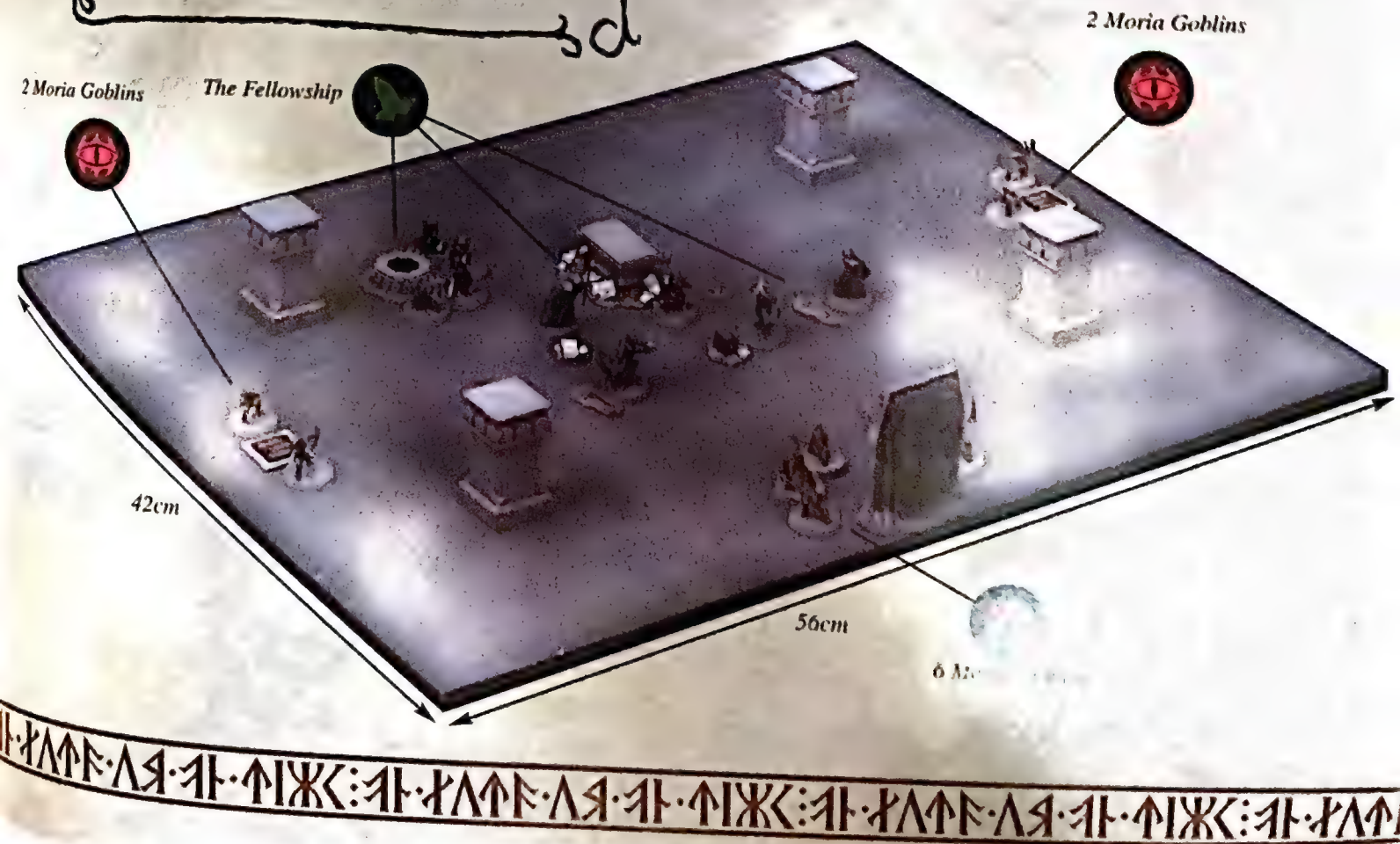
The game ends as soon as one player completes their objective.



PRIORITY PHASE

The Fellowship are ready for the Goblins to break through the doorway, and have priority in this scenario as normal. Each turn after the first, it is important for both players to pay particular attention to the dice rolls for priority.

In this scenario, the Cave Troll arrives in the first turn that the Priority roll is a tie. The Troll appears at the end of the turn, so to help you remember, it's a good idea to place the model ready beside the doorway (but off the gaming area). In the End phase the Troll can be placed on the table (see overleaf).





MOVE PHASE

All models, both Good and Evil move as described in scenarios 1, 2 and 3 – remember that Gandalf can attempt to cast his spell, as described in scenario 3. Make sure the player with priority splits off the fights at the end of the Move phase.

Moving the Cave Troll. The Cave Troll is an enormous monster, capable of defeating even the most skilled warriors with his awesome bulk and brutal strength. The Cave Troll may move up to 14cm in the Move phase.



SHOOT PHASE

The Shoot phase works as described in scenario 1 – remember that no models may shoot into combat.



FIGHT PHASE

The Fight phase is worked out as described in scenarios 2 and 3.

Fighting the Cave Troll. The Cave Troll is deadly in battle, and easily a match for any member of the Fellowship one on one. Like Aragorn, Boromir, Legolas and Gimli, it has a Fight value of 6 (see the reference sheet on the back of this booklet). If the result of a fight involving one or more of these heroes and the Cave Troll is tied, the player with priority determines the winner by rolling a dice. On a 1-3, the Cave Troll wins. On a 4-6 the Good side has won instead.



END PHASE

The following special rules apply in the End phase, allowing more Evil models to move onto the table.

Trapdoors. Just like in scenario 3, the Moria Goblins that did not start on the board move on later in the game. The rules for the trapdoors are the same as before. Roll one D6 for each trapdoor and on the score of 4, 5 or 6, a Moria Goblin appears. The model can be controlled by the Evil player in the next turn as normal.

Remember, a new Goblin may only arrive on a trapdoor that does not already have a model stood on top of it.



Here Boromir has managed to get to a trapdoor. In the End phase he seals it, bringing the Fellowship one step closer to victory.



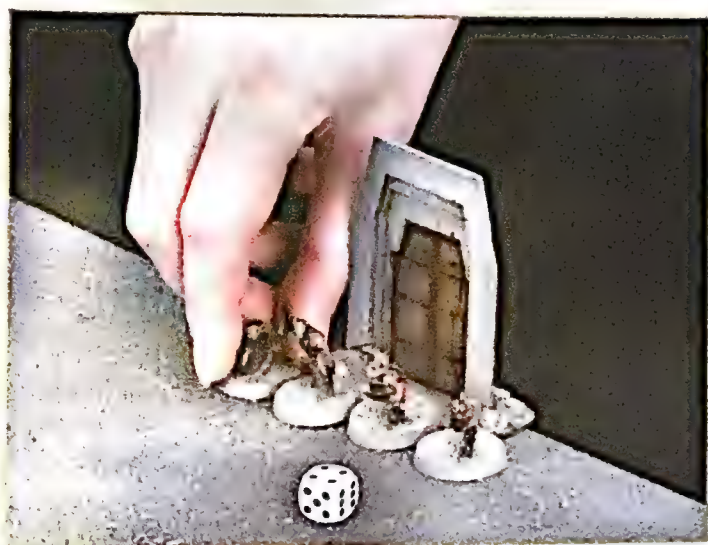
Closing the trapdoors. Again, a Good model can shut a trapdoor by ending the turn on top of it. If any Good model is stood on a trapdoor in the End phase, the door has been sealed and can be removed from the board.

The Cave Troll arrives. The Moria Goblins have coaxed a mighty Cave Troll towards the battle, where its enormous bulk can help them win the fight. If the dice rolls for priority were a draw this turn, or all the Goblins have been slain, the Cave Troll has arrived. The Evil player should place it in base contact with the doorway. The Cave Troll can be controlled by the Evil player in the next turn as normal.



Just now the Cave Troll has arrived. The Evil player places it in base contact with the door, and then places any Moria Goblins that have arrived.

The Door. The bulk of the Moria Goblins are storming into Balin's Tomb through the doorway. Unlike the trapdoors, the doorway cannot be sealed. Each turn, in the End phase, the Evil player may roll a dice. The score is the number of Moria Goblins that he can place in base contact with the doorway. The Evil player may choose whether they are armed with spear, shield or bow. If there is not room to place these newly arrived models then any models blocking their entry must be moved aside to allow the new model to be placed touching the door. Newly arrived Moria Goblins can be controlled by the Evil player in the next turn as normal.



Here the Evil player has scored a 4 to see how many Moria Goblins arrive through the doorway this turn.



PAINING YOUR MODELS

Once you have played a few games of the Mines of Moria, it is well worth painting your models. Painting is a lot of fun, and will make your battles much more realistic. The following pages explain how to get started.

WHAT YOU WILL NEED

Find a comfortable place in which to paint with plenty of space for paints and models – such as a desk or table. These two pages show the various materials you will need to set up a painting area, including Paint Station, Citadel Colour paints and tools available from Games Workshop.

WATER

Use clean water to rinse out your brushes – a plastic cup or an old glass or mug is perfect.

PAIN STATION

After you've been painting a while, you may find it's easier to keep all your paints and equipment together on a Paint Station. This is a mobile painting desk that you can move about as required – very useful if you have to pack away after every painting session.

PAIN AND BRUSHES

The paints and brush in The Mines of Moria Paint Set will get you started – the paint is non-toxic and water based, and there are all the colours you need to paint the Moria Goblins. You will need a few more colours to finish the other models.



LIGHT SOURCE

There's nothing better for painting than daylight as colours show up best under natural light. A lamp shining onto your desk is a good alternative.

WIPES

Have a box of tissues or a cloth handy for wiping paint and excess water from brushes, as well as for dealing with those inevitable spillages.

PALETTE

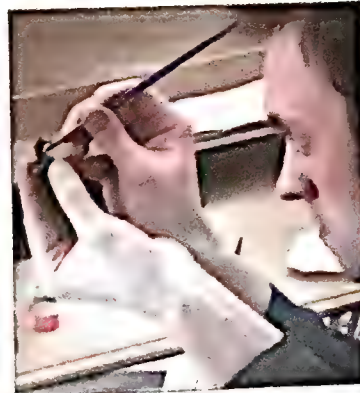
It is useful to have a non-absorbant surface on which you can mix paints together, creating new colours. An old tile, saucer or an artist's palette will do the job.

NEWSPAPER

Make sure you put down plenty of newspaper to protect the surface of your painting area from spillages.

STEADY HANDS

Half the trick to good painting is holding the model steady. Bracing your elbows on the table and resting your hands together when painting will allow you to bring the model closer to your eyes while keeping your hands steady.



PAINTING A MORIA GOBLIN

A Moria Goblin is a good model to start with, as it is the easiest to paint. Once you have followed the step-by-step guide given here, it will be easy to apply the same methods to your other models, using different colours.

UNDERCOAT



1. While it's not essential, your finished model will look better if you carefully scrape away the mould line with a file or a craft knife.



2. Paint the entire model black. This gives a much better surface to start from than bare plastic.

MATERIALS

Paintbrush
Water pot
Tissues
Palette

PAINTS

Chaos Black
Camo Green
Bestial Brown
Boltgun Metal
Scab Red
Skull White
Codex Grey
(optional)

SKIN



3. Paint the Goblin's skin with Camo Green paint.



4. Once you've finished, wash the paint out of the brush in your water and dry it on a tissue.

HOW MUCH PAINT?

It is easier to paint neatly if you only dip the bristles of your brush halfway into your chosen colour.



Just right.



Too much!

CLOTH



5. The creature's clothing is painted Scab Red. You may find the first coat looks streaky or faint.



6. Apply another coat of the same colour to get a more solid finish. Again, wash and dry the brush before starting another colour.

HAIR AND SPEAR STAFF



7. Paint the spear staff with Bestial Brown paint. The Goblin's hair is the same colour.

ARMOUR



8. Use Boltgun Metal to carefully paint the Goblin's armour and the tip of his spear.

BASE



9. To finish off your model, paint the base with grey. If you don't have a pot of grey paint, mix together some white and some black on your palette.



Once you've washed out your brush, you've finished painting your first model ready for battle!

PAINTING TERRAIN

Unlike a miniature warrior, the terrain pieces in the Mines of Moria are large and textured – this means it is quicker to paint them using a simple technique called 'drybrushing'.

Drybrushing terrain with the brush you've been using to paint the Moria Goblin is fine, however a large drybrush is ideal – the bristles are much stiffer and hardwearing, so the brush will last longer.

Drybrushing



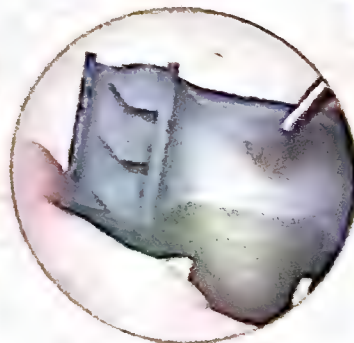
1. Undercoat your terrain with Chaos Black.



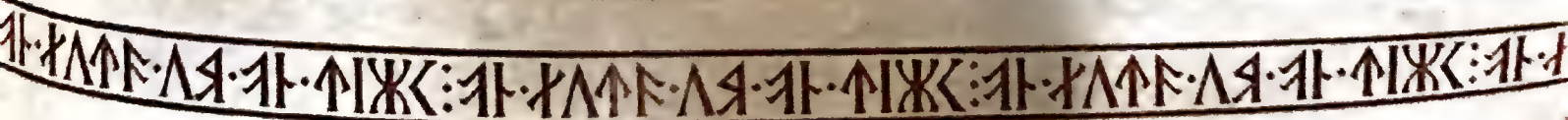
2. Dip your large drybrush into Codex Grey paint.



3. Wipe most of the paint off the bristles on a piece of tissue, so you can't see any paint left on the brush.



4. Stroke the bristles over the surface of the model so the paint builds up on the raised detail.



COLOUR GUIDE

Now you know how to paint a Moria Goblin, you can use the same approach to paint the rest of the model warriors in the Mines of Moria box. You will need a few additional colours, which are listed here:

COLOUR LIST

- | | | | |
|--|---|---|---|
|  Bestial Brown |  Camo Green |  Dark Angels Green |  Dwarf Flesh |
|  Bleached Bone |  Chaos Black |  Dark Flesh |  Scab Red |
|  Boltgun Metal |  Codex Grey |  Dwarf Bronze |  Shadow Grey |

Paint all the bases Codex Grey.

GANDALF



- Bleached Bone – hair and beard
Bestial Brown – staff
Boltgun Metal – metal
Codex Grey – cloaks and gem
Dwarf Flesh – skin
Shadow Grey – hat

ARAGORN



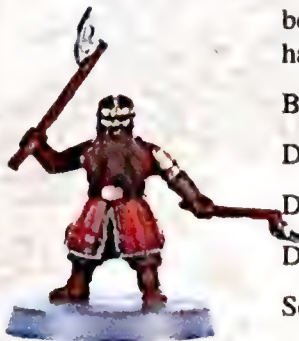
- Bestial Brown – hair and
beard, boots, bow and
quiver
Boltgun Metal – metal
Codex Grey – bedroll
Dark Angels Green – coat
Dark Flesh – tunic
Dwarf Flesh – skin

BOROMIR



- Bestial Brown – hair and beard
- Boltgun Metal – metal
- Codex Grey – cloak lining and horn
- Dark Flesh – greaves, belts and scabbard
- Dwarf Flesh – skin
- Scab Red – undergarment

GIMLI



- Bestial Brown** – trousers, boots, greaves, pack and axe haft
- Boltgun Metal** – metal
- Dark Flesh** – hair and beard
- Dwarf Bronze** – gold
- Dwarf Flesh** – skin
- Scab Red** – tunic and gloves

FRODO



- Bestial Brown - jacket,
trousers and pack
- Boltgun Metal - metal
- Dark Flesh - coat
- Dark Angels Green - cloak
- Dwarf Flesh - skin

MERRY



- Bestial Brown – trousers, hair
and pack
Boltgun Metal – metal
Dark Angels Green – jacket
Dwarf Flesh – skin
Codex Grey – cloak
Bleached Bone – waistcoat

LEGOLAS



Bestial Brown – boots, greaves, bow and quiver
Bleached Bone – hair
Boltgun Metal – metal
Dark Angels Green – tunic
Dwarf Flesh – skin
Shadow Grey – trousers and shirt sleeves

SAM



Bestial Brown – hair and sack
Bleached Bone – waistcoat and pack
Boltgun Metal – metal
Codex Grey – trousers
Dark Angels Green – cloak
Dwarf Flesh – skin
Shadow Grey – jacket

PIPPIN



Bestial Brown – trousers and sack
Boltgun Metal – metal
Dwarf Flesh – skin
Codex Grey – scarf
Scab Red – cloak
Shadow Grey – coat

SCENERY



Codex Grey – stone (drybrushed)
Bestial Brown – wood, book covers
Bleached Bone – paper
Boltgun Metal – metal
Dwarf Bronze – axe handles, book bindings



CAVE TROLL

Codex Grey – body
Skull White – chest, belly and underarms
Bestial Brown – cloth
Bleached Bone – teeth and claws
Boltgun Metal – metal

When you come to paint the Troll, we recommend that you drybrush his whole body first with grey paint: apply several coats of drybrushing to get a solid colour. Then drybrush his chest, belly and underarms using Skull White. Paint the cloth, teeth, claws and metal normally.



BUILDING A COLLECTION

Building a collection of painted models is one of the most satisfying things about being a wargamer. You've got the models in this box, but where do you go from here? On this page we look at a real gamer's collection.

The models shown here are a good example of how a collection can come together and grow. Some of the most common reasons to choose a miniature are:

- To have all the models you need for a scenario.
- Because you want to create a large force of a particular army, such as the Rohirrim or the Orcs of Mordor.
- The model is really powerful in the game.
- It looks fun to paint.
- You just like it!

In fact, most collections are chosen for a mixture of all these reasons, growing and evolving over time. This one – the work of a gamer called Mark – is no exception.

The majority of scenarios feature at least some of the Fellowship, so these were some of the first models Mark painted.



Mark added to his collection of Moria Goblins until he had enough for a small army, including a Cave Troll.

There are also a number of character models in the collection, which Mark wanted to paint. He particularly likes Evil figures!



Mark's favourite part of all three films is the siege of Helm's Deep. He has put together a large Uruk-hai force so he can play out the battle.



CONTINUING THE ADVENTURE

As you collect more figures, you'll want to know what you can do with them. There are various books available that provide more exciting scenarios based on the films and books, as well as painting and terrain making advice.

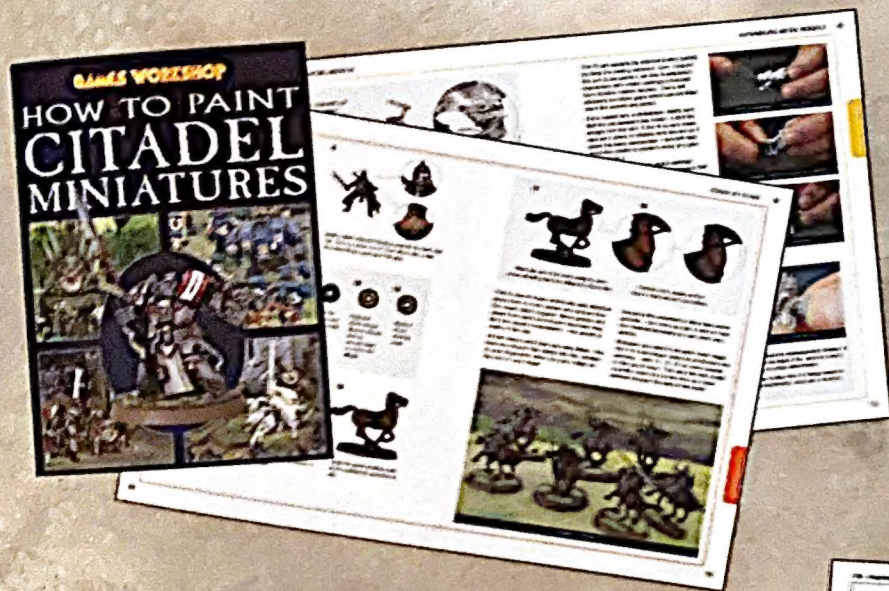
GAMING

If you enjoyed playing through the scenarios in this set, then take a look through the rule book included in the box. You will find detailed rules for fighting, magic, heroes, cavalry, castles, sieges and much more. You can use these rules with the warriors you have and any new models you decide to collect.

The next step is *The Fellowship of The Ring* supplement. Its pages follow the journey of the heroes, with a scenario based around each of their dangerous encounters. The book also contains guides to help you develop your painting and terrain building skills, as you follow the story.



HOW TO PAINT CITADEL MINIATURES

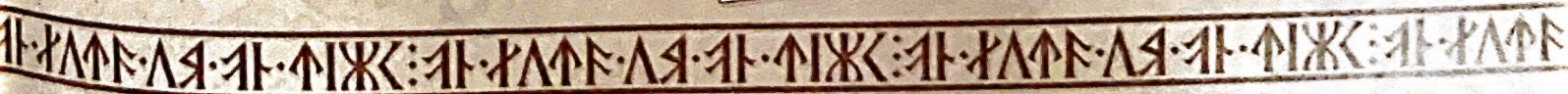
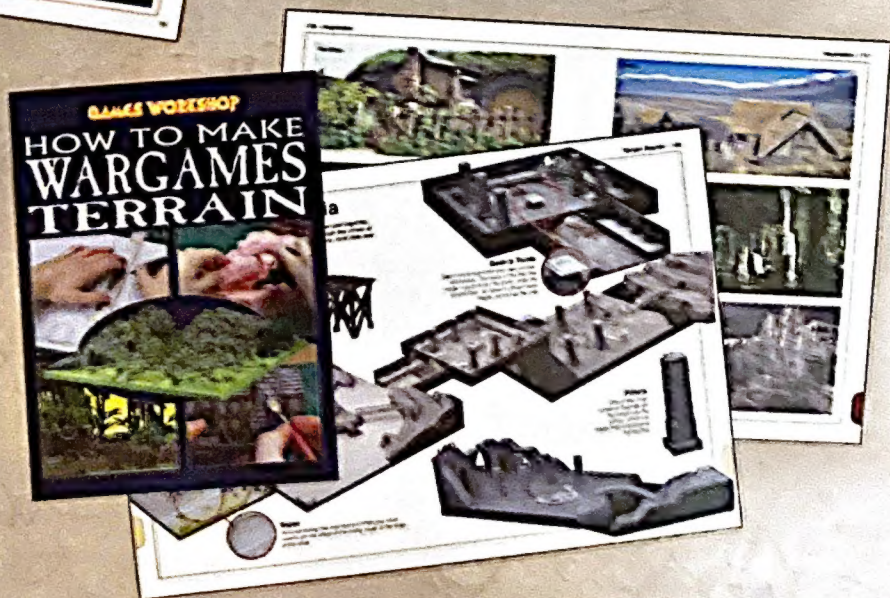


PAINTING MINIATURES

For some people, painting models is actually the most important part of the hobby. There's as much pleasure to be had from lavishing hours on painting a single character as there is to seeing your favourite army assembled in all its glory. If you find yourself drawn strongly to this part of the hobby, a good way to improve your skills is by reading the *How to Paint Citadel Miniatures* book. It covers the full range of basic and advanced techniques and includes plenty of step-by-step guides.

BUILDING TERRAIN

Making pieces of terrain to complement a force you've collected, or to recreate a scene from the films or books, can be as rewarding as collecting the models. It's hard not to be inspired by the detailed sets built for the films. Just like painting, making model terrain is an art in its own right, and again there's a book, *How to Make Wargames Terrain*, that you can use to learn more about it.

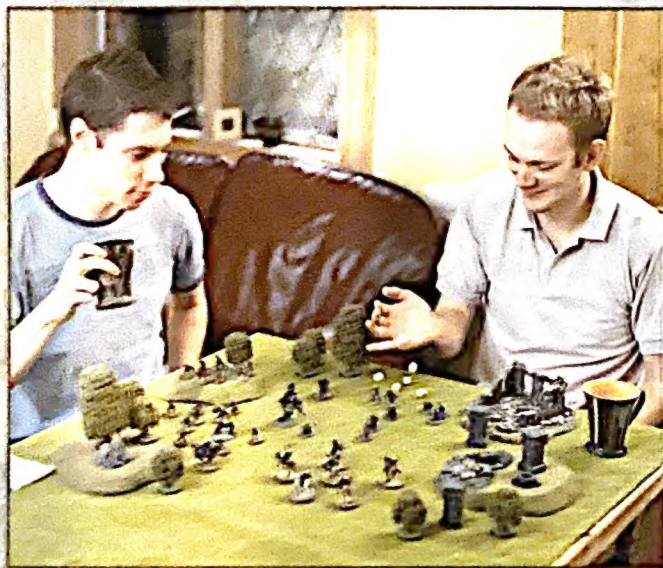


WHERE TO PLAY

The chances are you have played through the Mines of Moria in your own home, or that of a friend. However, there are plenty of other places to find new opponents and play games of The Lord of The Rings.

AT HOME

Most of us begin in much the same way; with a small group of friends in someone's house, using mainly improvised scenery, learning to game and paint mostly by trial and error. Providing you have the space, you can gradually build your collection and skills in this way indefinitely. The dream of almost every gamer is to have a room, fully equipped with a lovingly assembled collection of models and terrain.



STORES

The first point of contact that most people have with the wider world of gaming tends to be at their local Games Workshop or independent store. The reason for this is quite simple – it's where most people get their models. Many stores also run their own gaming sessions and clubs, making them a meeting point for most of the gamers in your area.



GAMING CLUBS

Wherever you live, you're quite likely to have a gaming club nearby, whether it's based in a store, a school, or is run by an independent group of gamers. A club will provide you with plenty of new opponents, plus, by pooling your resources, you can assemble a much wider variety of gaming tables and terrain to play on.



TOURNAMENTS AND CONVENTIONS

During a tournament, large numbers of players gather together to compete for the title of best general. These games generally use the points value system that you'll find in the rules manual, rather than the scenarios based on the films or books.

Conventions, on the other hand, are attended by gamers of all kinds. Their main attraction tends to be the chance to try out more unusual styles of play on specially built tables.



ADVICE AND CONTACTS

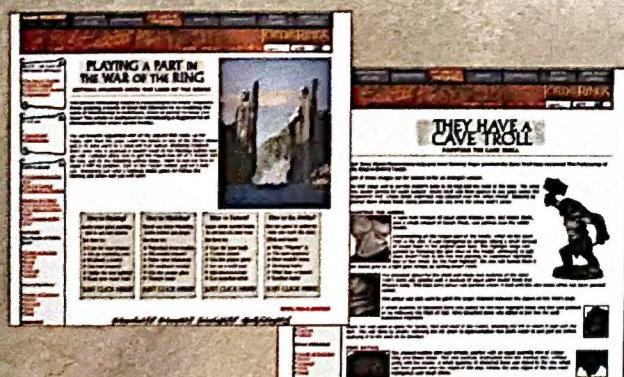
When you're new to wargaming, all the exciting choices can leave you wondering where to start. Luckily, there are plenty of ways to get information and advice.



Games Workshop stores are staffed entirely by experienced hobbyists, armed with plenty of useful advice to help you get what you want from the hobby.



Games Workshop's Direct Sales staff can also be used as a source of information just like the staff in the stores. They're also the best means of getting hold of models if you don't live near a store.



moria.games-workshop.com

Games Workshop's website acts both as a source of news and information, and as an archive of useful modelling, painting and gaming articles. There are forums for discussing your games, and lists of clubs and events in your region.



White Dwarf magazine is available from most newsagents every month, containing regular articles on modelling, painting and gaming, as well as an events calendar, make it a good way to keep up to date with what's going on.

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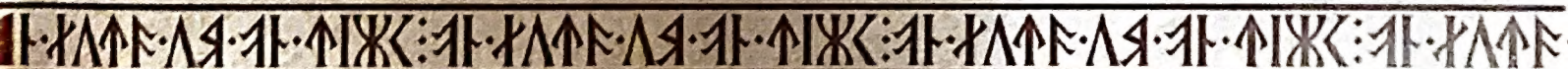
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Gandalf



Move: 14

F	S	D	A	W	C
5	4	5	1	3	7

Aragorn



Move: 14

F	S	D	A	W	C
6/3+	4	5	3	3	6

Bow: Strength 2

Boromir



Move: 14

F	S	D	A	W	C
6	4	6	3	3	6

Legolas



Move: 14

F	S	D	A	W	C
6/3+	4	4	2	2	6

Elven Bow: Strength 3

Gimli



Move: 12

F	S	D	A	W	C
6	4	8	3	2	6

Hobbits

Merry



Frodo



Pippin



Sam



Move: 10

F	S	D	A	W	C
3	2	3	1	1	4

Moria Goblin
with spear or bow

Move: 12

F	S	D	A	W	C
2/5+	3	4	1	1	2

Bow: Strength 2

Moria Goblin
with shield

Move: 12

F	S	D	A	W	C
2	3	5	1	1	2

Cave Troll



Move: 14

F	S	D	A	W	C
6	6	6	3	3	3

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